





## [ SECTION - 8 ]

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{ Answer - 6 }

**STACK** - A stack is a linear DS in which we can say insert [PUSH] or delete [POP] an item at one end called the top of stack [TOS].  
"STACK is based on LIFO (Last in First out) concept."

\* **PUSH** - Insert new elements on the stack

→ Algorithm

**PUSH** (ITEM, TOP, SIZE, STACK)

Step-1: if (TOP == SIZE - 1) Then

(a) print "stack is full"

(b) Exit.

Step-2: else

TOP = TOP + 1

Step-3: STACK[TOP] = ITEM

Step-4: Exit.

→ C Function -

```
void push() {  
    int int = 5;  
    if (top == size - 1)  
    {  
        printf("stack is full !");  
        getch();  
        exit(0);  
    }  
    else {  
        top = top + 1;  
        stack[top] = item;  
    }  
}
```



\* POP - Delete item from the stack.

→ Algorithm — POP (ITEM, STACK, TOP)

Step -1  
 (a) IF (TOP == -1) then  
 (b) printf ("Stack Empty")  
 exit

Step -2 else  
 ITEM = STACK [TOP]  
 TOP = TOP - 1  
 Step 3  
 Step 4 exit.

→ C Function

```
void POP() {
    int item = 1;
    if (top == -1)
    {
        printf ("Stack Empty!");
        getch();
        exit(0);
    }
    else {
        item = stack[top];
        top = top - 1;
        printf ("The deleted item: %d", item);
    }
}
```



## [ Answer - 7 ]

Algorithm to convert infix to postfix notation.

Suppose  $A$  is the infix Expression .  
 $P$  = Postfix notation expression.

- 1: PUSH 'C' in to stack & add ')' to the end of  $A$ .
- 2: scanning from left to right -  
 repeat step 3 to 6  
 For each element of  $A$  until stack is empty.
- 3: if an operand is encountered add it to?
- 4: if a left parenthesis is encountered  
 PUSH on stack.
- 5: if an operator  $(X)$  is encountered then
  - (a) Repeatedly POP from stack & add to  $P$  each Operator on the TOS which has the same precedence or high precedence then  $(X)$ .
  - (b) Add  $(X)$  to stack.
- 6: if a right parenthesis is encountered then
  - (a) Repeatedly POP from stack.
  - (b) Remove the left parenthesis
- 7: exit



[ Answer - 7(b) ]

Q:  $A + (B * C - (D / E * F) * G) * H$

Symbol Scan      Stack      Postfix Expression

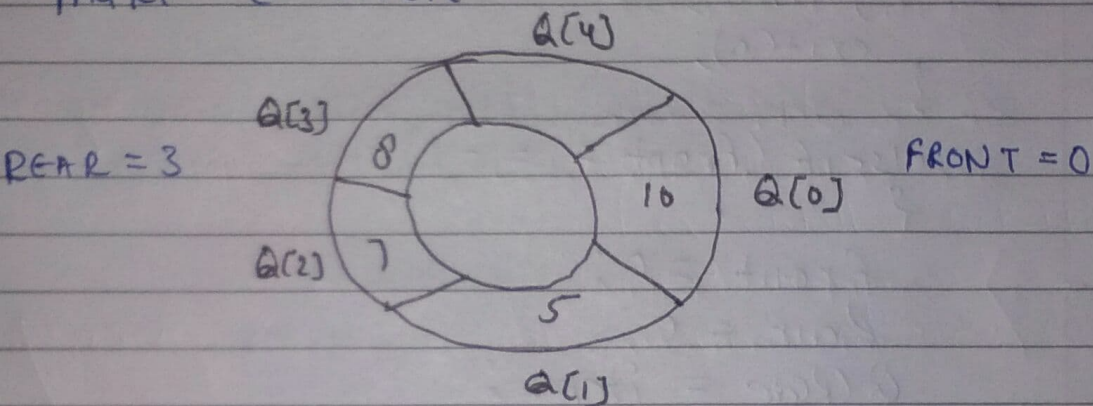
A	(	A
+	( +	A
(	( + (	A
B	( + (	A B
*	( + ( *	A B
C	( + ( *	A B C
-	( + ( -	A B C *
(	( + ( - (	A B C *
D	( + ( - (	A B C * D
/	( + ( - ( /	A B C * D
E	( + ( - ( /	A B C * D E
*	( + ( - ( / *	A B C * D E
F	( + ( - ( / *	A B C * D E F
)	( + ( -	A B C * D E F / *
*	( + ( - *	A B C * D E F / *
G	( + ( - *	A B C * D E F / * G
)	( +	A B C * D E F / * G - *
*	( + *	A B C * D E F / * G - *
H	( + *	A B C * D E F / * G - * H
)		A B C * D E F / * G - * H + *

$A B C * D E F / * G - * H + *$



## CIRCULAR QUEUE

"It is a linear DS in which the operations are performed based on FIFO principle & the last position is connected back to the first position to make a circle"



### Algorithm for Insertion

if  $(front = (rear + 1) \% \text{Size})$ , then  
print "Queue is full"  
Exit.

else if  $(front == -1)$ , then  
Set  $front = 0$ ,  $rear = 0$   
 $A[rear] = \text{item}$

else  
 $rear = (rear + 1) \% \text{Size}$   
 $A[rear] = \text{item}$

STOP.



## Function —

```

void CirQueueInsertion()
{
    int item = 8;
    if (front == (Rear + 1) % Size)
    {
        printf("Queue is full!");
        getch();
        exit(0);
    }
    elseif (front == -1)
    {
        front = 0;
        Rear = 0;
        Q[Rear] = item;
    }
    else {
        Rear = (Rear + 1) % size;
        Q[Rear] = item;
    }
}

```

## Algorithm for deletion.

1. if  $(front == -1) \parallel (Rear == -1)$  then
  - (a) print "Queue is empty"
  - (b) exit.
2. else if  $(front == Rear)$  then
  - (a)  $item = Q[front]$
  - (b) Set  $front = -1$ ,  $Rear = -1$
3. else  $item = Q[front]$ 
  - $front = [front + 1] \% size$
4. STOP.



```
void CirQueueDel()
```

```
{
```

```
    int item = 3;
```

```
    if ((front == -1) || (Rear == -1))
```

```
    {
```

```
        printf("Queue empty");
```

```
        getch();
```

```
        exit(0);
```

```
    }
```

```
    else if (front == Rear)
```

```
    {
```

```
        item = Q[front];
```

```
        front = -1;
```

```
        Rear = -1;
```

```
        printf("The deleted item: %d", item);
```

```
    }
```

```
    else
```

```
    {
```

```
        item = Q[front];
```

```
        front = (front + 1) % size;
```

```
        printf("The deleted item = %d ", item);
```

```
    }
```

```
}
```



## Answer - 11 (9)

**Priority Queue** — It is an extension of Queue with following properties.

1- every time has a priority associated with it

2- An element with high priority is dequeued before an element with low priority.

3- If 2 items have the same priority then they follow the concept of FIFO Queue.

Note- i) Insert (item, priority);  
insert an item with given priority

ii) delete highest priority (1);  
remove the highest priority item.

(b) **Recursion** — It is a technique by which a function calls itself again & again until a base condition is satisfied & that function is called recursion function.